

Managing for Accessibility

Rick Ells
UW-IT Web Guy

Hiring People

Include in job descriptions:

Knowledge of IT accessibility issues for users with disabilities; familiarity with accessibility standards and best practices; experience testing for accessibility; and demonstrated ability to design content/applications with accessibility considerations.

Hiring People

Skills to ask about:

- Accessible user interfaces
- Accessibility evaluations
- Semantic markup
- ARIA markup
- Continuous accessibility evaluation through product develop process

Hiring People

Look for demonstrated skills:

- Evaluate samples of work
- Ask candidate to show how their work is accessible
- Ask candidate to explain the value of semantics and ARIA
- Ask candidate to explain how the address accessibility through development process

Hiring People

Look for accessible design training:

- WebAIM Accessibility Training - <http://webaim.org/services/training/>
- International Webmasters Association - <http://www.hwg.org/services/classes/accessibilitydesign.html>
- Knowbility - <http://www.knowbility.org/v/training-services/>

Nurturing a Commitment to Accessible Design

Help your team understand:

- Inclusiveness as a strategic goal
- Risks and costs of inaccessible services
- Your peers are doing it
- DIY evaluations

Building Accessible Design Skills and Processes on Your Team

Inclusivity mantra:

Our team values:

- Design that works for everyone
- People over features
- Ease of use over ease of development
- Discovery within the interface over explanations in documentation

Building Accessible Design Skills and Processes on Your Team

Learn as a team:

- Explore and discuss the WebAIM site - <http://webaim.org/>
- Develop your own training - <http://www.w3.org/WAI/training/Overview.html>

Building Accessible Design Skills and Processes on Your Team

Apply your growing skills:

- When considering code libraries, frameworks, CMSs, use your knowledge to evaluate their accessibility
- Accumulate accessible modules in your code repository (include documentation on why they work and how to use them)

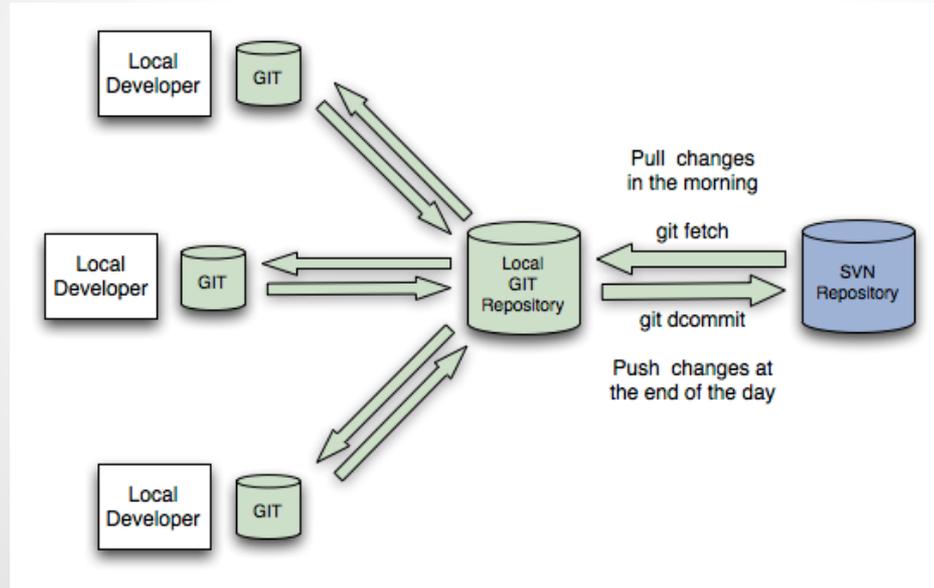
Accessibility Testing in Your Development Process

At every stage:

1. Plan
2. Design
3. Implement
4. Test
5. Evaluate
6. Fixes and updates

Accessibility Testing in Your Development Process

Have a managed update process:



Graphic from
Thoughtworks.com

Accessibility Testing in Your Development Process

Include accessibility in your Quality Assurance process

- Do QA before release
- Have a QA accessibility testing protocol
- Include QA in fixes and updates